

CLAIMS

1. A game board and game, comprising:
 - (a) a game board having a starting area, a network of irregular paths that lead from the starting area; and a central performing stage located generally centrally on the game board and connected to at least one segment of the network of paths;
 - (b) the network of paths including a series of segments wherein each segment is broken down into increments and wherein at least some of the increments include indicia formed thereon that dictate an action for landing on a particular increment;
 - (c) a series of tokens provided with the game board wherein a token may be assigned to one player and during the course of a game the token is advanced along one or more of the segments of the network of paths;
 - (d) at least one die that is used to determine the number of increments that a player's token can be advanced during the course of the game;
 - (e) a supply of money that during the course of the game is distributed to the players;
 - (f) a deck of "Consequence" cards that are keyed to certain increments on the network of paths, each "Consequence" card having indicia thereon that sets forth a consequence and wherein a player landing on an increment that calls for drawing a consequence card must comply with the directive set forth on the drawn consequence card;
 - (g) a deck of "Band Member" cards with the deck being divided into a series of groups with each group of "Band Member" cards designating members of a band;
 - (h) a series of "Band Equipment" cards with each card designating band equipment; and

- (i) wherein the object of the game is for each player to advance his or her token along the network of paths and reach the central stage with a predetermined number of one group of "Band Member" cards and a "Band Equipment" card.
2. The game board and game of claim 1 wherein the game board is provided with a threshold destination at a point along one of the segments that make up the network of paths and wherein a player is entitled to purchase a "Band Equipment" card upon reaching the threshold destination.
3. The game board and game of claim 2 wherein the threshold destination lies on an increment along one of the paths of the network of paths and whereupon a player is permitted to purchase a "Band Equipment" card at one price when he or she lands on the increment having the threshold destination, and to purchase a "Band Equipment" card at a higher price if the player advances past the increment having the threshold destination and does not, in fact, land on the increment having the threshold destination.
4. The game board and game of claim 3 wherein the threshold destination is designated as a pawn shop.
5. The game board and game of claim 1 wherein the tokens comprise a series of miniature buses.
6. The game board and game of claim 1 wherein the group of "Band Member" cards are color coded such that each group may be distinguishable by color.
7. The game board and game of claim 1 wherein the network of paths include a curved shaped path that extends at least partially around the performing stage.
8. The game board and game of claim 7 wherein the network of paths include a series of feeder paths that feed into the curved shaped path that at least partially surrounds the performing

stage.

9. The game board and game of claim 8 wherein the network of paths include an outer loop path that extends around the game board.

10. The game board and game of claim 9 wherein the network of paths include a series of intermediate paths that lie inwardly of the outer loop path and wherein the curved shaped path that at least partially surrounds the performing stage lies inwardly of the intermediate paths and wherein the feeder paths extend between one or more intermediate paths and the curved shaped path that at least partially surrounds the performing stage.

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11. A game board and game comprising: a game board having a performing stage and a network of paths including a plurality of paths that lead to the performance stage; a series of tokens for being advanced from a starting point along paths along the network of paths with the object being to advance the tokens to the performing stage; and at least two decks of cards, a first deck of cards and a second deck of cards, and wherein the first deck of cards include "Consequence" cards that are key to increments designated along the respective paths of the network of paths and the second deck of cards being collectible cards that are collected and exchanged by the players during the course of the game and wherein the object of the game is to reach the performing stage by advancing a token and with a certain number of cards of the second deck.

12. The game board and game of claim 11 wherein the second deck of cards are "Band Member" cards and include a plurality of groups of cards with each group of cards representing a band and the members of the band, and wherein the object of the game is to arrive at the performing stage with a certain number of cards representing a band and its members.

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13. The game board and game of claim 12 further including a third deck of the "Band Equipment" cards and wherein a further object of the game is to arrive at the performing stage with a "Band Equipment" card.

14. The game board and game of claim 11 wherein the network of paths includes an outer path that extends around the game board; at least one intermediate path that extends around a portion of the game board and is disposed inwardly of the outer path; a generally curved path that extends in a curved fashion around at least a portion of the performing stage; and a series of feeder paths that extend from an intermediate path to the generally curved shaped path that curves around at least a portion of the performing stage.

15. The game board and game of claim 1 including a supply of money that is distributed to the players and wherein during the course of the game the players exchange the money, or collect or pay money according to increments designated on the game board.